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THE BRAVE WARRIORS OF ROHAN TAKE ON SARUMAN'S ARMY!

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Guide to Middle-earth™ 1-3

A profile of the brave Warriors of Rohan, defenders of the Riddermark against the forces of Evil.

Playing the Game 4-7

An in-depth guide to fighting over barriers. With these new rules you can man the barricades and fight off superior numbers of enemies.

Battle Game 8-13

The Rohirrim defend their village against the Uruk-hai invaders. Can they hold the line against such powerful foes?

Painting Workshop 14-17

A detailed guide to painting your Warriors of Rohan, with top tips for painting shields.

Modelling Workshop 18-21

A guide to making walls and fences to provide strategic defensive points for your Battle Games.

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Defenders of the Riddermark

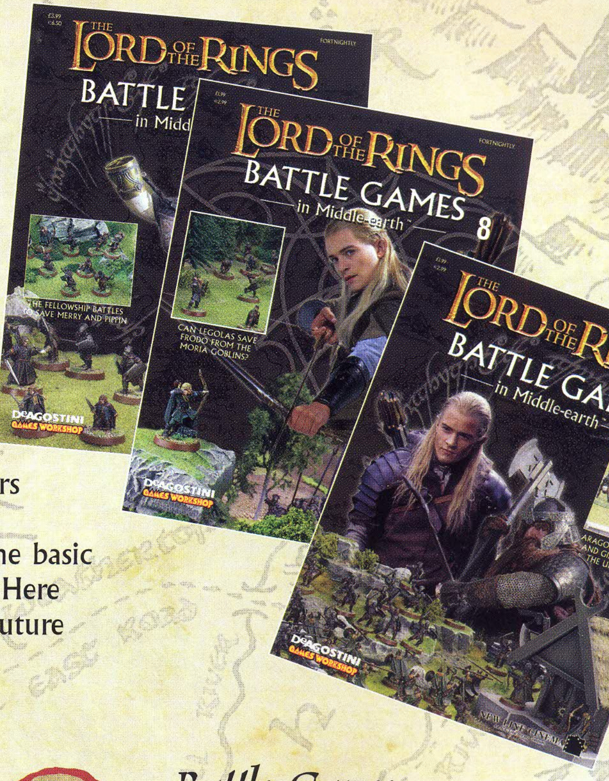
Saruman the White has revealed himself as a traitor. His fighting Uruk–hai raid across the River Isen, attacking without mercy and feasting on the man–flesh of the Rohirrim. King Théoden must trust to the brave Warriors of Rohan to defend his realm.

Gondor granted the lands of The Mark to the Rohirrim in recognition of the Horse-lords' valour at the Battle of the Field of Celebrant. Since that time the Warriors of Rohan have fought many long and bitter wars against both the wild Men of Dunland and the Orcs. Now the foul minions of Saruman beset this land. The Uruk-hai maraud freely, burning entire villages to the ground, driving the fearful survivors toward the safety of Helm's Deep. The exciting action of this Pack's Battle Game sees the resolute Warriors of Rohan leading a desperate defence against the Uruk-hai invaders. The few surviving villagers depend on the Warriors' protection to make good their escape. The Modelling Workshop shows you how to make the walls and fences that are essential to the Rohirrim's defence, while Playing the Game provides all the rules needed for including these obstacles in your games. Finally the Painting Workshop shows you how to paint your new models so that they look like authentic, battle-ready Warriors of Rohan.

> *'These creatures are roaming freely across our lands, unchecked, unchallenged – killing at will'* ÉOMER™

▲ **ÉOMER, MARSHALL OF THE MARK**
A noble warrior of Rohan, Éomer prepares to fight for the freedom of his people.

Coming Soon...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THE FELLOWSHIP BATTLES TO SAVE MERRY AND PIPPIN
8
CAN LEGOLAS SAVE FRODO FROM THE MORIA GOBLINS?
9
ARAGORN, LEGOLAS AND GIMLI BATTLE THE URUK-HAI
DeAGOSTINI
GAMES WORKSHOP

Take a look at the exciting world of tabletop gaming that Battle Games in Middle-earth *has in store for you!*

Our unique Gaming Packs enable you to recreate battles from the world of *The Lord of The Rings* – from hostile encounters between small groups of combatants to full-scale warfare with hundreds of warriors on each side. So far you have mastered the basic rules and started to learn the skills of painting and modelling. Here we take a look at some of the exciting features coming up in future Packs of *Battle Games in Middle–earth.*

Playing the Game

HEROES, MIGHT AND FATE

Might

Move Phase

Shoot and Fight Phase

Exceptions

PLAYING THE GAME

Missile Weapons

Missile weapons are some of the most deadly instruments of war used on the battlefields of Middle–earth. A well–placed volley of arrows raining down can break the fighting spirit of even the bravest warriors.

From the crude construction of Orc weapons to the elegant curves of Elven bows, all the major races in Middle-earth use some form of missile weapon. In this Playing the Game we will take a look at how all these different weapons are used in your *Battle Games in Middle-earth*. The full range of close combat weapons, from pikes to two-handed swords, will be detailed in Pack 9.

Thrown Weapons

These are smaller versions of hand weapons that are weighted for throwing, such as Gimli's throwing axe or the throwing spears of the Rohirrim. These weapons may be used in the Fight phase as normal hand weapons.

Thrown weapons may be thrown in the Shoot phase as normal or may be thrown in the Move phase as the model charges into combat. To do this, move the model as if it was going to charge the enemy but pause the move 2cm/1" away from moving into touch. The weapon is then thrown at the model it was about to charge. Roll to hit and wound exactly as if it was the Shoot phase (even though it's still the Move phase). Then, if the enemy is still alive, finish the move by moving into touch. If the enemy was slain you may complete the remainder of your full movement, even charging into touch with a new enemy if you wish. A throwing weapon can only be used once in a game. Once it has been thrown, mark the model in some way to show it cannot be thrown again.

▲ URUK-HAI CROSSBOW *These powerful weapons are lethal in the hands of the cruel Uruk-hai.*

► THROWN WHEN CHARGING *The model moves to within 2cm/1" and throws. If the enemy survives, then move into touch. If the enemy dies, you get to move your remaining distance, possibly charging another model.*

▲ THROWN WEAPONS

4

In coming Packs we'll be detailing all the special rules for the different weapons your model warriors can use, including pikes, crossbows and throwing axes. Future Packs will also cover the fighting abilities of Heroes and even the rules for using cavalry models.

Battle Games

BURN THE VILLAGE!

CHARACTER PROFILES

	F	S
Aragorn	6/3+	4
Legolas	6/3+	4
Gimli	6/4+	4
Warrior Of Rohan	3/4+	3
Uruk-hai	5/4+	4
Uruk-hai Captain	5/4+	4

The Gaming Area

Deployment

BATTLE GAME

Burn the Village!

In this Pack we present our first Battle Report, along with a new scenario that pits a raiding force of Uruk-hai against a small Rohirrim village. Can Aragorn, Gimli and Legolas rescue the villagers before their homes are razed to the ground?

On their way to Isengard to deliver Merry and Pippin, the Uruk-hai may well have encountered several villages in Rohan. The vicious Uruks would doubtless have destroyed the homesteads and killed anyone who stood in their way. This scenario looks at what would have happened if one such village had been attacked by the Uruk-hai. The remaining members of the Fellowship – Aragorn, Legolas and Gimli – are nearby and are alerted to the presence of the Uruks. If they can reach the village in time, they can save dozens of innocent lives, but if not the Uruk-hai will escape, having laid waste to another Rohirrim village.

In this Pack we not only present this exciting scenario, but also follow the fortunes of two real players as they play through the game as a Battle Report. Beginning on page 7, you can read their thoughts on the scenario, their battle plans and strategies. The Battle Game is presented turn by turn, so you can see how the action unfolds, and is completed in the next Pack along with the players' conclusions.

YOU WILL NEED

SIX-SIDED DICE
MEASURE
PEN OR PENCIL
RECORD SHEET
ARAGORN, LEGOLAS AND GIMLI
12 WARRIORS OF ROHAN
20 URUK-HAI
URUK-HAI CAPTAIN
TWO BUILDINGS, A FEW WALLS, FENCES OR HEDGES AND A WARNING BEACON

► TO THE RESCUE *The Fellowship fearlessly charge into the Uruk-hai.*

THE COMBATANTS

If you have all the Battle Games in Middle-earth Gaming Packs so far, then you will already own miniatures of the Uruk-hai with swords and pikes, their Captain, Aragorn, Legolas and the twelve Rohirrim. You should also have card figures of Gimli and four Uruk-hai with bows. We used metal versions of the card figures, available from Games Workshop.

► *Card figures of Gimli and Uruk-hai bowmen, provided with Packs 1 and 3.*

6

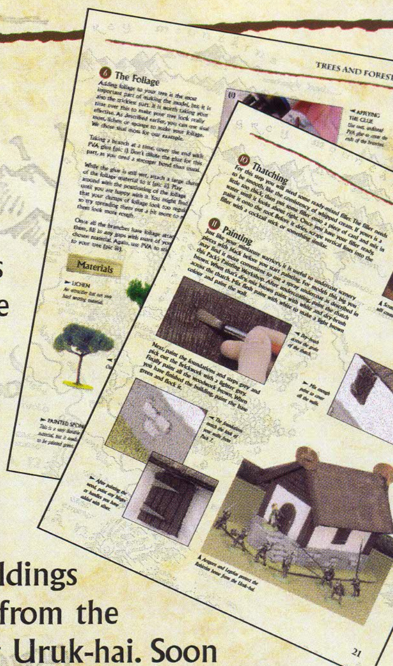
In future Battle Games you'll be able to recreate the climax of *The Fellowship of The Ring* film, when the Uruk-hai spring their ambush. We'll also be featuring Battle Reports, in which you can follow an actual game between two players, turn-by-turn.

Painting Workshop

BATCH PAINTING
1 Spray Primer
2 Where to Start
3 Choosing the Right Brush
PAINTING WORKSHOP
Batch Painting
Painting Essentials
Preparing Your Model
14

Painting Workshop will build on the skills you have already learned, like dry-brushing, washing and black-lining, as well as introducing more advanced techniques like highlighting and detail painting. We'll also look at painting batches of models quickly.

Modelling Workshop


TREES AND FORESTS
The Foliage
Materials
ROHIRRIM BUILDING
Thatching
Painting
21

In the next few Modelling Workshops you will be making trees and forests to fight through, as well as Rohan buildings to defend from the marauding Uruk-hai. Soon you'll be creating specific scenes from the films, such as Balin's Tomb in Moria.

EXPAND YOUR MODEL COLLECTION!

Here are just a few of the miniatures you will receive with future Packs of *Battle Games in Middle-earth*...

NB Models and figures may also be purchased separately from the Games Workshop website.

➤ A metal Boromir miniature – yours in Pack 11.

➤ A fearsome Uruk-hai Captain miniature.

➤ Plastic Rider of Rohan models – coming soon.

Defending Barriers

In this Pack's Playing the Game we expand on the terrain rules you have already learned. Here we look at how barriers can form defensive positions for your warriors, allowing them to fortify themselves against superior numbers of enemies.

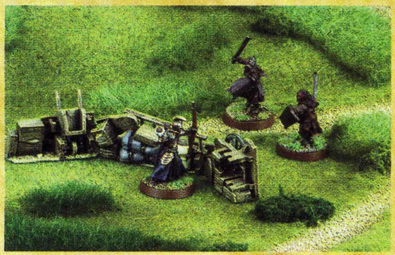
As we have seen before, barriers can be any linear pieces of terrain that cut across or into the battlefield. Hedges, walls and ditches are all types of barriers. Some barriers are too large to be crossed normally, and may have to be jumped over. These are classed as jumpable obstacles. In turn, some obstacles are too tall or wide to be jumped, and instead must be climbed over if possible. An obstacle that is too steep or tall to be climbed is impassable.

◄ BESIEGED!
The Warriors of Rohan drive back the Uruk-Hai assault.

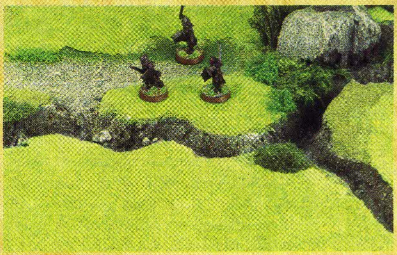
DEFENDABLE BARRIERS

To count as a defendable barrier, a terrain piece must be at least half as tall or wide as the attacking enemy model – otherwise the enemy can step over it without penalty. In other words, the barrier must be something that the enemy would normally be required to jump over (see Pack 6's Playing the Game, pages 2-7).

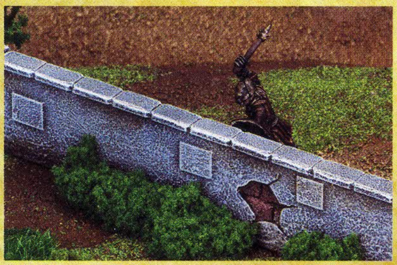
NB. In order to defend a barrier a model must be tall enough to be able to see over it.



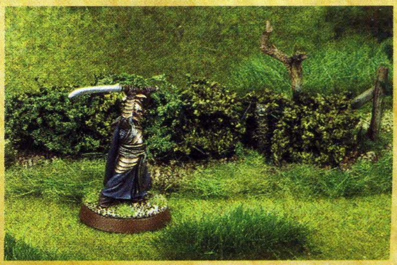
▲ *Barrels, sacks and debris.*



▲ *A fissure.*



▲ *A wall.*



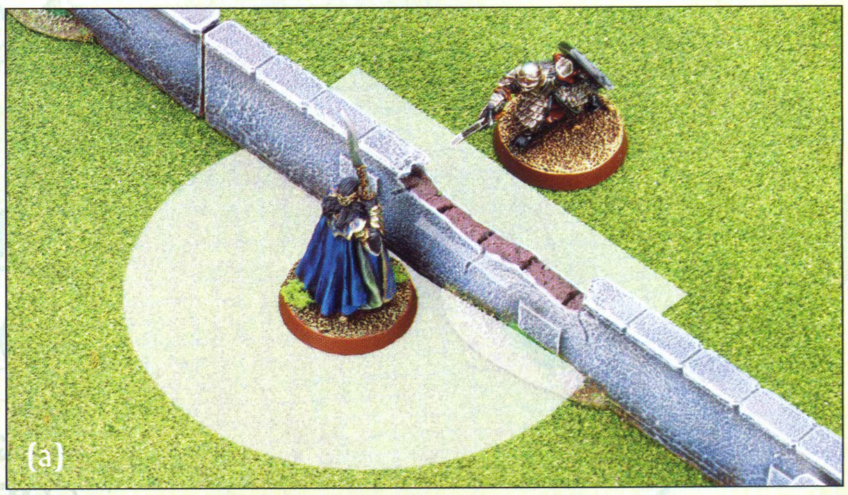
▲ *A hedge.*

Defending a Barrier

If a warrior on foot is placed directly behind a wall, hedge, fence, barricade, ditch or similar linear barrier, then he is especially well placed to counter any foe that tries to cross. The model is said to be 'defending' the barrier as long as its base is touching the terrain piece.

When a model is defending a barrier, its zone of control applies to the whole area immediately in front of the defender's base plus 2cm/1" either side (pic a). This is the section of the barrier the model is defending. No enemy can move into the defender's zone of control except to fight him.

The only way to cross a barrier within the defender's zone of control is to fight the model behind it.



▲ FORTIFIED

The Elf's control zone extends 2cm/1" either side of its base.

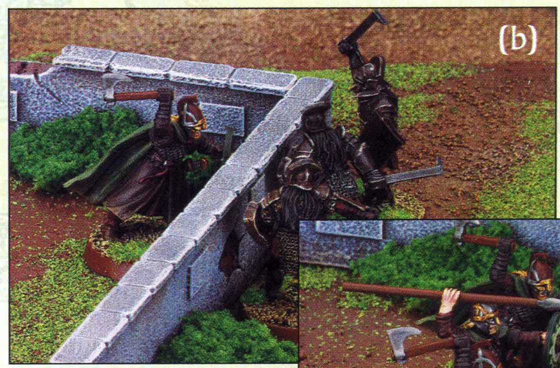
Charging a Defender

Where a model is placed behind a barrier it will be impossible to place an enemy into base contact because the barrier will be in the way (pic b). To allow for this situation we introduce the following rule:

- A model can charge an enemy that is defending a barrier by moving into the enemy's zone of control and contacting the barrier. The two models are assumed to be touching even though they are not actually in base contact.

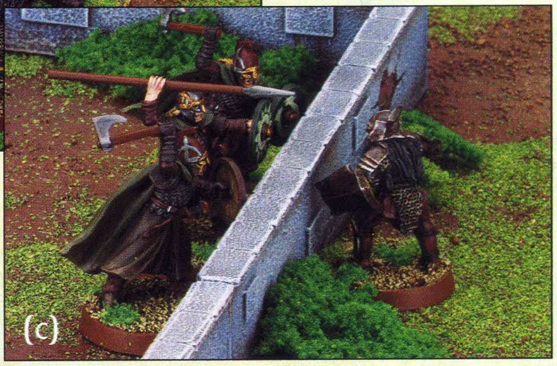
Due to the size of the zone of control it is possible to place up to three warriors on small bases or two warriors on large bases against a single defender (pic c).

The procedure for defending is slightly different to the basic combat rules that we have already learned. In the case of ordinary combats, warriors who lose a fight are immediately moved back 2cm/1" before working out the effect of blows. In the case of defending combats, the defender does not move at all even if he is beaten. If the defender survives he repels the attack and the charger must automatically back away 2cm/1" as if he had been beaten. Only if the defender is slain is the model removed and the charger is immediately moved over the barrier to occupy his space.



◄ OUTNUMBERED

The Warrior of Rohan can defend against all three Uruk–hai.



► SOLID DEFENCE

All three defenders may attack the charging Uruk–hai.

RECAP

Shooting from Cover

If a model is shooting from behind cover, then its own cover is not considered to be 'In the Way' like other terrain. This only applies if the model is touching the cover, and is tall enough to see over it. This represents a real life warrior quickly leaning out of or over cover in order to loose off a shot.

Defending One-on-One

To work out a one-on-one fight (pic d), roll to determine which side wins the fight as normal. If the charger wins, roll a dice to see if he strikes the barrier or his foe. On a roll of 1, 2 or 3 his blow strikes the barrier and has no effect, but on a roll of a 4, 5 or 6 the blow strikes the defender and is worked out in the usual way. If the charger has more than one Attack on their profile, roll for each strike separately.

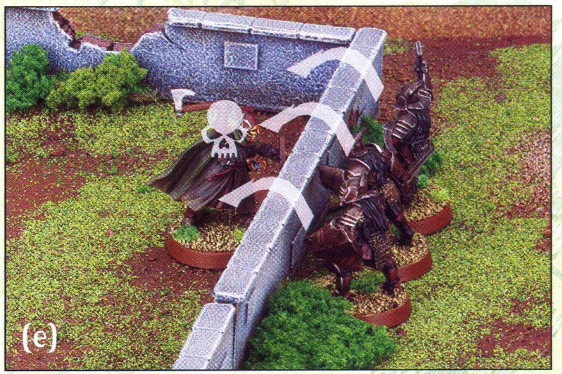
If the defender wins the fight, his blows are struck as normal. You don't need to roll to see if he strikes the barrier – because he is defending he has already thrust his weapon over or through the barrier in order to fight his opponent. If neither model is slain at the end of the fight, the charger is moved back 2cm/1", while the defender remains in place. If the defender has been slain the charger is moved over the barrier to take the defender's place.

▲ GOBLIN ATTACK
The Goblin charges the Elf defender.

Multiple Chargers

If two or three chargers attack a single defender then the chargers must fight the defender one at a time. The charging player can decide which of his models will fight first. This means that a defending model can potentially fight two or three times in the same combat round.

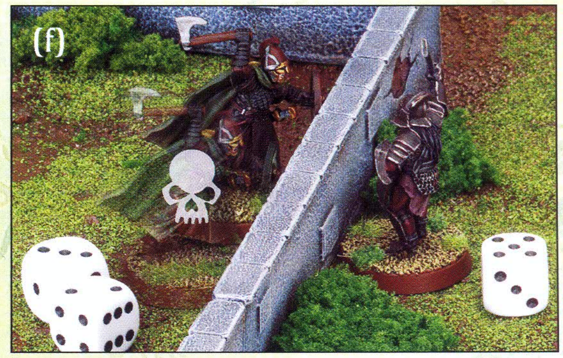
Once each charger has fought he is moved back 2cm/1" unless he has slain the defender or been slain himself. If the defender is slain then his opponent and any other chargers who have yet to fight will automatically cross the barrier (pic e). The charger who slew the defender takes the place of their enemy behind the barrier, and remaining models are moved directly forward and over the barrier. If these models cannot be moved directly over the barrier for whatever reason, they can be moved next to the model that has already crossed if there is room. If there is no room then they stay where they are.



▲ MASS ASSAULT
The defender is slain, and all the Uruk-hai cross the wall to take his place.

Multiple Defenders

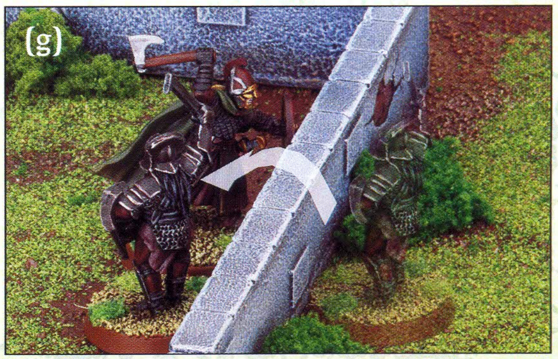
If a single charger moves into the zones of control of two or three defenders then he must fight them all (pic f). All the defenders fight at once, rolling all their dice at the same time as they would for a normal multiple combat. This is because the defenders are all prepared to strike and don't have to struggle over the barrier to press their attack. If the charger wins the fight he must still roll to see whether his blows hit the barrier. If he should succeed in killing any of his opponents then he can cross the barrier, immediately taking the place of a model he has slain (pic g).



◄ MAN THE WALLS!
The Uruk-hai charges both Warriors of Rohan.

Multiple Warriors on Both Sides

Where there are several models on both sides of a barrier, the combats are divided into as many separate one-on-one fights as possible by the player with priority. Any remaining multiple fights are resolved as multiple combats with one model on one side as described above.



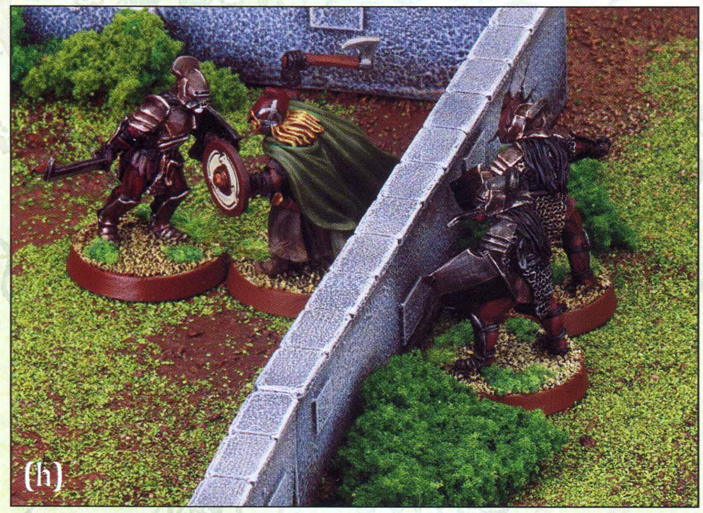
► EVIL VICTORY
Cutting down one of the Men, the Uruk-hai leaps over the wall!

Attacked From Behind

If a defending model is also attacked from its own side of a barrier, then the fight on that side becomes a regular combat fought in the usual way (pic h). Work this out first before resolving the fight across the barrier.

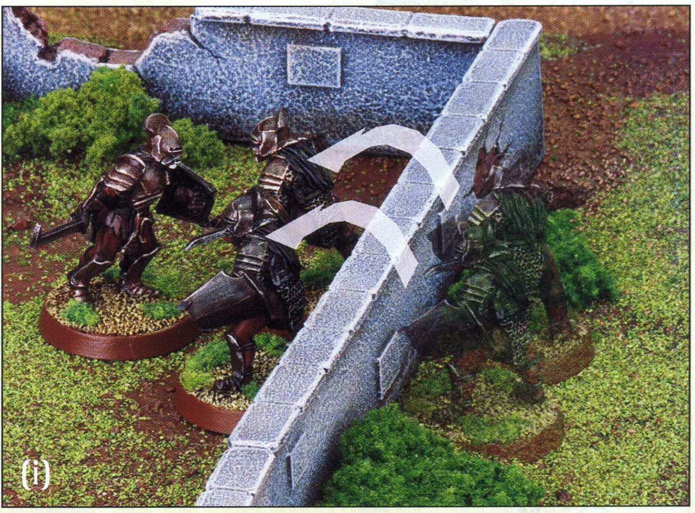
If the defender is slain in this initial fight then enemies that would otherwise have to fight across the barrier can cross immediately (pic i) as long as there is room.

If the defender is not slain then any chargers on the other side of the barrier can now fight. If the defender won the combat he can now defend the barrier normally. If the defender was defeated in his first fight, he is unable to defend the barrier effectively – therefore he is no longer counted as defending. The combat is fought as any other combat or multiple combat, and the chargers do not have to roll to see if their strikes hit the barrier.



▲ SURROUNDED

The man of Rohan must fight the Uruk-hai behind the barrier first.



▲ CROSSING THE DEFENCES

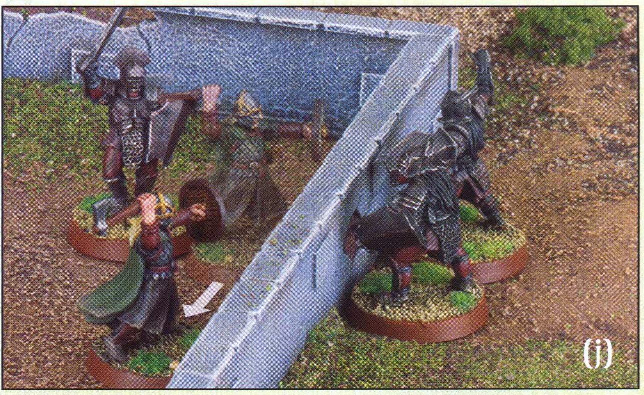
The defender has been killed and all the Uruk-hai may cross the barrier.

Backing Away

Sometimes a defender is obliged to move away from or along the barrier he is defending because he is beaten back 2cm/1" by an enemy on his side of the barrier (pic j). In this case the situation can arise that a charger on the other side of the barrier is no longer within his enemy's zone of control.

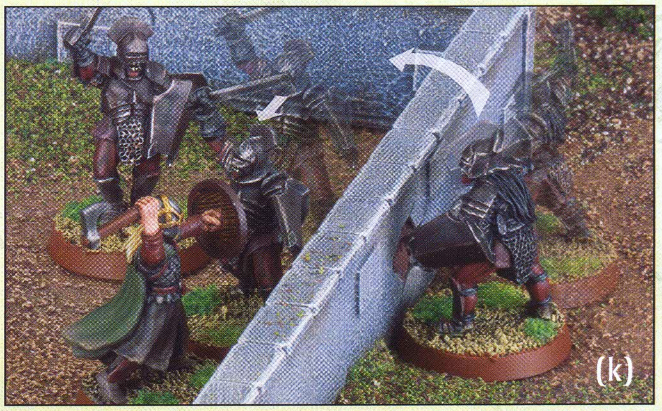
If this occurs, models that are no longer in the defender's zone of control can immediately cross the barrier and, if there is room, be placed into touch with the defender (pic k).

Backing away like this may cause the defender to enter the zones of control of enemy models. However, the defender no longer counts as defending the barrier, so no combat is fought between these models. To clarify, models that have not charged – or been charged – in the Move phase may not fight in the Fight phase.



◄ RETREAT

The Man loses the fight, and backs away 2cm/1" along the wall.



► CHARGING THE ENEMY

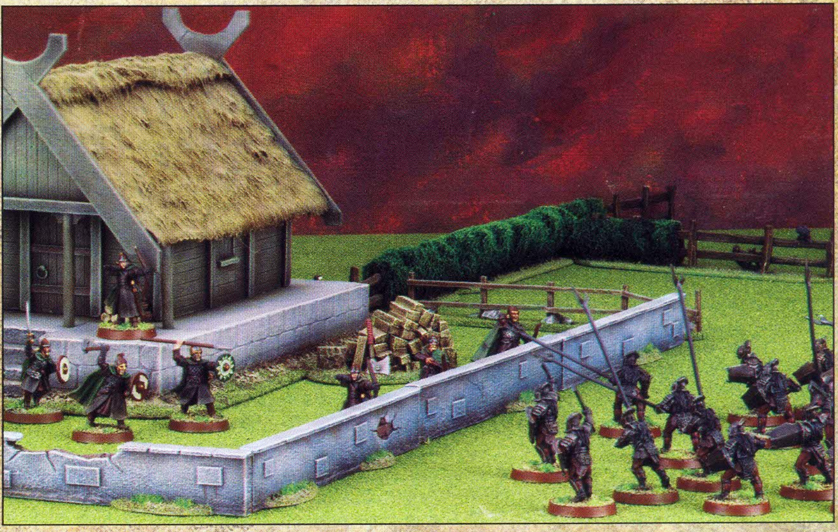
The Uruk-hai leaps over the wall and immediately charges the Warrior of Rohan.

Repel the Marauders!

A vicious swarm of Uruk–hai rampages across Rohan, pillaging farms and homesteads, killing the defenceless Rohirrim villagers. Can a few brave Warriors of Rohan stand against the Uruk–hai while the survivors flee?

This Pack's Battle Game focuses on the plight of one such Rohirrim farmstead. Already the victim of an Uruk-hai raid, the survivors have hastily gathered and prepare to flee to the safety of Helm's Deep. However the few Warriors of Rohan that have been assigned to protect the refugees fear another enemy attack is imminent. The sentries raise the alarm as the Uruk-hai advance on the village. Panic spreads through the refugees – can the few defending Warriors of Rohan protect them?

This battle allows you to try out the new rules for defending barriers presented in this Pack's Playing the Game. Successful defence of the village's walls and fences is the key to victory for the Rohirrim. Several of these obstacles are needed for this scenario – the Modelling Workshop (pg 18-20) shows how easy these are to make.



▲ MAN THE WALLS

Warriors of Rohan rush to defend their village.

YOU WILL NEED

SEVERAL SIX-SIDED DICE

TAPE MEASURE

PEN OR PENCIL

RECORD SHEET

12 WARRIORS OF ROHAN

14 URUK-HAI (INCLUDING 4 BOWMEN FROM PACK 3'S CARD INSERT)

THE COMBATANTS

All the Warriors of Rohan you will need for this scenario are supplied with this Pack. The Painting Workshop on pages 14-17 gives excellent advice on how to paint these models. You'll also require the ten Uruk-hai warriors supplied with Pack 4, and the four card Uruk-hai bowmen from the inserts in Pack 3 and 7.

▼ *Marauding Uruk–hai.*

▲ *The defending Warriors of Rohan.*

CHARACTER PROFILES

Warriors of Rohan™

The warriors of Rohan are a stout and hardy race of Men, accustomed to living on the vast windswept plains of their lands. Although preferring to ride into battle on the backs of fine steeds, many of their number fight as infantry, adept at fighting on foot with sword and axe! It is their task to escort the refugees safely to Helm's Deep.

URUK-HAI™

Saruman has sent his creations into the plains of Rohan to burn and destroy Rohirrim settlements, creating an atmosphere of fear. He knows that in a time of war Théoden will lead his people to the safety of Helm's Deep. This suits Saruman's evil design, for there he will trap them with his vast army and destroy the Rohirrim in one fell swoop.

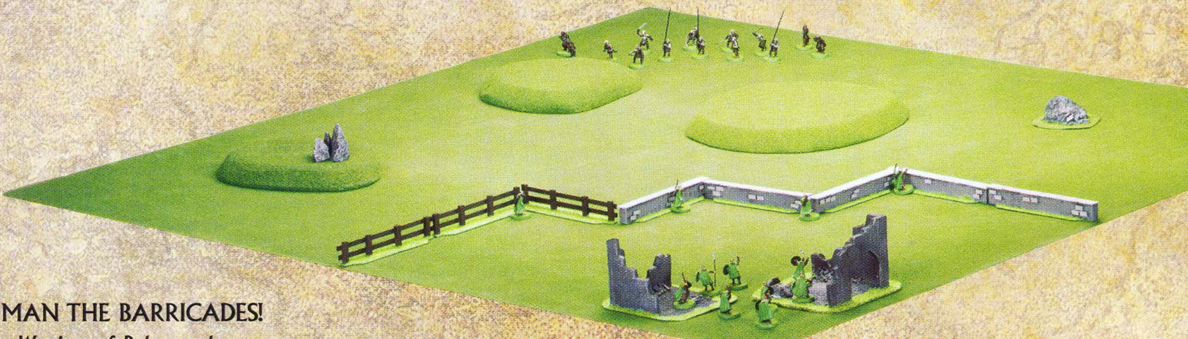
The Gaming Area

An area marked out to be 90cm by 90cm (3′ by 3′) is suitable for this battle. If your playing area is bigger than this, mark the area out with masking tape.

In addition you will need several lengths of walls or hedges, enough to form an unbroken line around one corner of the battlefield. Our Modelling Workshop shows how remarkably quick and easy these terrain pieces are to make, but if you want to try this scenario out before you have made them, pens and pencils could be used as substitutes.

Placing Scenery

Place an unbroken line of walls, fences and/or hedge sections cutting across one corner of the board. Each end should be approximately halfway along the board edge. Place a ruin or two in that corner to represent the destroyed village and some hills on the other side of the barrier. This set up represents the one corner of the village that the Uruk-hai are attacking. The refugees are effectively off the table trying to escape – it is up to the Warriors of Rohan to guard their rear.



▲ MAN THE BARRICADES!
The Warriors of Rohan rush to fend off the Uruk–hai attack.

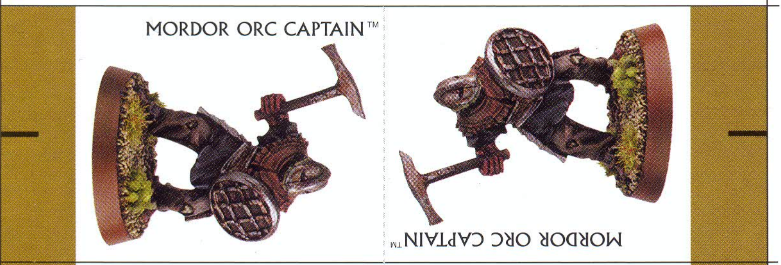
Setting Up Your Walls

This Pack's Modelling Workshop (pg 18-21) shows you how to make the walls and fences that are used in this scenario. It suggests using an angular shaped base, as this is ideal for connecting the sections together in unbroken lines and creating convincing corners. Use your imagination when setting up the terrain so that it looks appropriate.

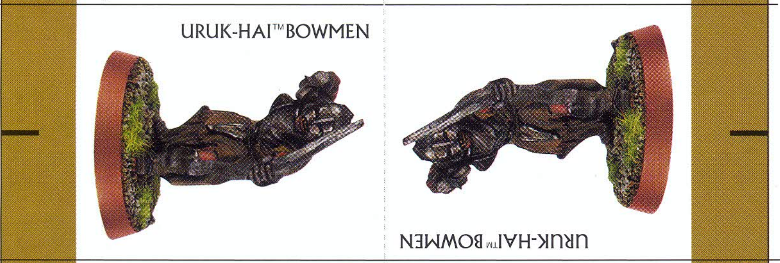
➤ CONVINCING WALLS
The walls join up without the bases getting in the way.

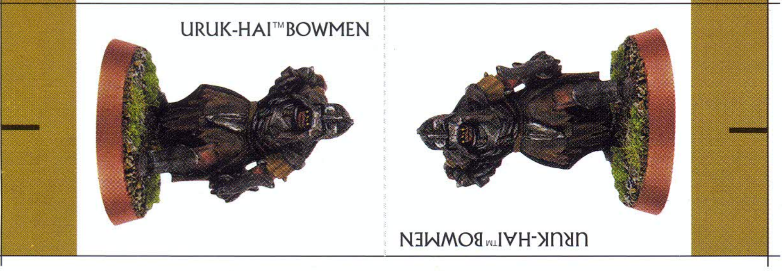
Deploying Your Models

The Good player places their four Rohirrim archers along the wall, on the side closest to the ruins. Place them so they are at least 14cm/6″ away from each other. The rest of the Good models are placed near the ruins, at least 28cm/12″ away from the walls. The Evil player places their Uruk-hai anywhere they like on the other side of the walls, as long as the models are 44cm/18″ from the barriers. Once all the models are set up, you are ready to start.


MORDOR ORC CAPTAIN™
MORDOR ORC CAPTAIN™

URUK-HAI™ BOWMEN
URUK-HAI™ BOWMEN


URUK-HAI™ BOWMEN
URUK-HAI™ BOWMEN

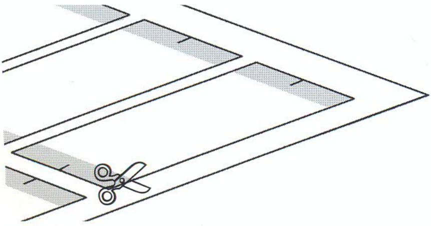

URUK-HAI™ BOWMEN
URUK-HAI™ BOWMEN

Full rules for using these characters will be provided in future Packs of *Battle Games in Middle-earth.*

ASSEMBLING YOUR LORD OF THE RINGS™ CHARACTERS

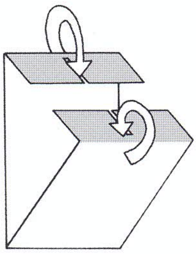
STAGE 1:

Using scissors, carefully cut out your character along the lines indicated. Then cut the two marked slots on the tab.



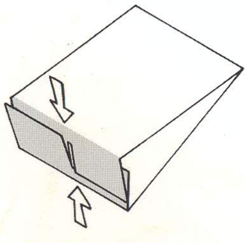
STAGE 2:

Fold the character in half along the dotted line, then fold the tabs at the bottom.

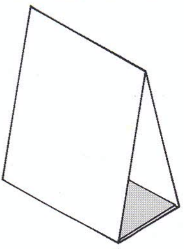


STAGE 3:

Finally, join the tabs together using the slots you made earlier.



Your character is now ready for play!



BASE PROFILE

In this battle most of the warriors have shields. The bowmen and pikemen do not carry them, as their weapons require both hands to use. The +1 increase to Defence for using a shield has already been included in the profiles below.

	F	S	D	A	W	C	Move
Warrior of Rohan	3/-	3	5	1	1	3	14cm/6"
Warrior of Rohan with bow	3/4+	3	4	1	1	3	14cm/6"
Uruk-hai Swordsman	4/-	4	6	1	1	3	14cm/6"
Uruk-hai Pikeman	4/-	4	5	1	1	3	14cm/6"
Uruk-hai Bowman	4/4+	4	5	1	1	3	14cm/6"

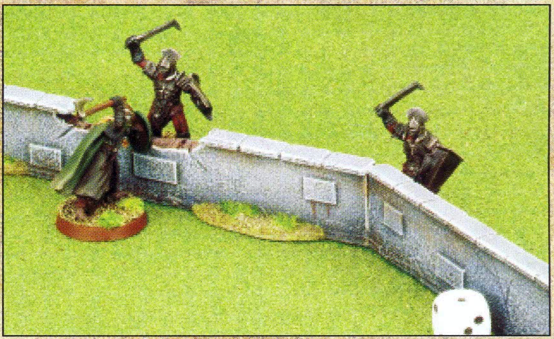
The Game

1 Priority

The Good player gets priority in the first turn as usual. At the start of each turn after that, roll to decide who next gains priority (see Pack 3 pg 2-3). Remember that ties are won by the person who did not hold priority last.

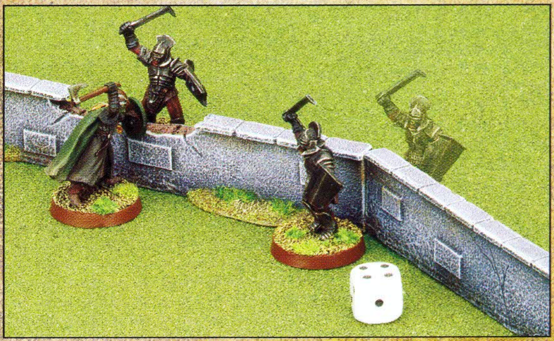
2 Move

In this scenario the Uruk-hai have no choice but to try to cross the barriers, because the Rohirrim hold too much of an advantage while defending the walls. The Uruk-hai have a better chance of killing the Warriors of Rohan if they are on the same side of the barrier as them, so the quicker they can cross the wall the better. The Uruk-hai will have to fight their way over the barrier or jump across an undefended portion. To jump, the model's Move must be enough to reach across the barrier. Then, once the Uruk-hai has reached the obstacle, attempt to jump over it by rolling against the values listed on the Jump Table. See Playing the Game in Pack 6.



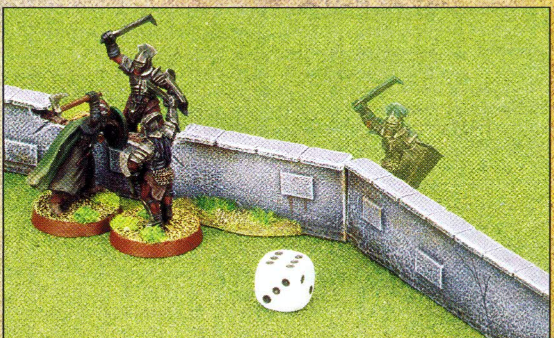
◄ FAILED ATTEMPT

On the roll of a 1 the Uruk-hai is stuck where he is.



► ACROSS THE BARRIER

If the Uruk-hai rolls a 2–5 he has successfully crossed the barrier.

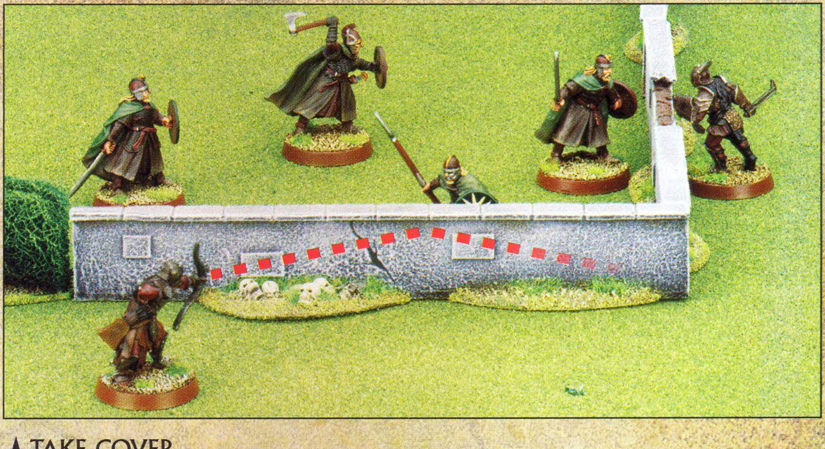


◄ BOUNDING LEAP!

With the roll of a 6 the Uruk-hai is over and can continue his move.

3 Shoot

Proceed with the Shoot phase exactly as described in Pack 5 (pg 2-7). Remember that the barriers the Rohirrim are defending may get 'In the Way'. This will make it difficult for the Uruk-hai to get a clear shot at the Rohirrim. When shooting at a warrior behind a barrier, roll to hit as normal. If you hit, roll another dice – on the result of 1, 2 or 3 the arrow ricochets off the wall and misses its intended target. Models shooting from directly behind a barrier do not have to roll to see if they hit the obstacle they are standing behind. This gives the Rohirrim an advantage in the Shoot phase.



TAKE COVER
When the Uruk-hai shoots at this Rohirrim, a roll is made to see if the wall gets 'In the Way'. On a 1, 2 or 3 the shot has hit the wall.

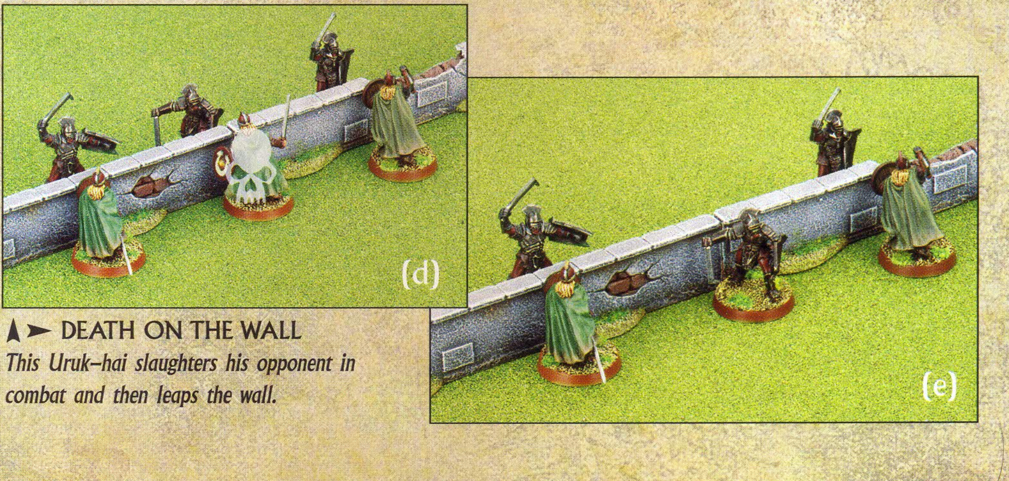
4 Fight

The Fight phase is resolved in the same way as described in Pack 4's Playing the Game (pg 2-7). In addition, pay attention to the rules for defending barriers presented in this Pack (pg 4-7). There will be a lot of combat fought over barriers in this battle as there is no way around the obstacles for the Uruk-hai (pics a-c). Remember to be aware of zones of control, as they will be particularly important in this scenario. Skilful placement of zones of control by the Good player will prevent the Uruk-hai from simply jumping over the barriers to attack from behind. The Rohirrim have an advantage defending the walls, as the Uruk-hai must fight them one on one rather than all at once in a multiple combat. However, if an Uruk-hai kills a defender he immediately gets to leap over the barrier without needing to make a jump roll (pics d-e).

FIRST ATTACKER
The first Uruk-hai wins but fails to kill the Rohirrim warrior, so is he forced to back away 2cm/1".

SECOND ATTACKER
The second Uruk-hai loses his fight and backs away too.

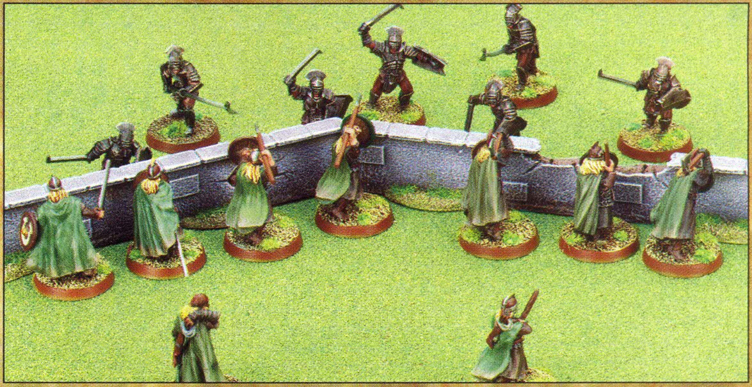
THIRD ATTACKER
The final Uruk-hai also fails and is pushed back with the rest. If all three had been able to attack together, the Rohirrim would most likely be dead.



DEATH ON THE WALL
This Uruk-hai slaughters his opponent in combat and then leaps the wall.

GOOD TACTICS

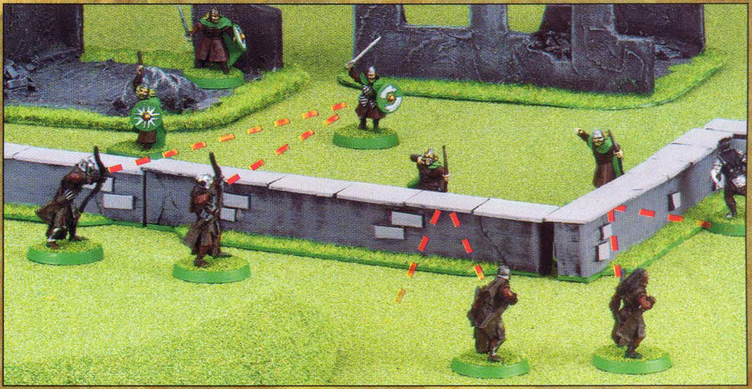
While defending the barriers, the Rohirrim have a good chance of winning. The Uruk-hai will only be able to attack the defenders in a piecemeal fashion. If you can, get plenty of defenders along the wall section where the Uruk-hai's attack is strongest to increase your advantage further. Meanwhile, your archers need to pick off as many Uruk-hai as possible.



➤ SOLID DEFENCE
The Rohirrim fend off the Uruk–hai while the archers protect their rear.

EVIL TACTICS

It's a war of attrition for the Uruk-hai. They have to rely on their superior Fight and Defence values to live long enough to kill some Rohirrim and cross the defences. You can use your four bowmen to shoot at the defenders before the rest of your force reaches the barriers, reducing the number of Rohirrim left to man the walls.



➤ HEIGHT ADVANTAGE
The Uruk–hai on the hill have a clear line of sight over the wall, making it much easier to hit.

> *'They were unarmed.*
> *They had no warning!'*
>
> ÉOWYN™

WINNING THE GAME

The Warriors of Rohan are prepared to die to save the refugees that are attempting to flee, and as such the Uruk-hai have to kill them all to win. The Uruk-hai's fanatical devotion to Saruman will see them attempt to complete their mission no matter what the cost – this means the Rohirrim have to wipe them all out in order to win. So the victory conditions for this battle are brutally simple – whoever kills all their opponent's models first wins.

Warriors of Rohan™

The Rohirrim are a staunch and brave race of Men, battle–hardened by their constant warring against the forces of the Dark Lord Sauron and the evil wizard Saruman. In this Pack we look at how to paint these stout warriors of the plains.

Men of The Riddermark

When painting your Warriors of Rohan, the main challenge is to distinguish between the different earthy, brown tones of their clothing. In this Painting Workshop we look specifically at mixing shades of colours to make your models' details stand out more. In addition, we will build on the basic techniques you have already learned, such as silver edging, dry brushing, black lining, and washes on armour.

The acrylic paints you will need are black, silver, brown, red, green, white, flesh, gold and yellow. These paints came with the first three packs of *Battle Games in Middle–earth*. Yellow will be supplied with Pack 8. Additional paints can be ordered individually from our website.

◄ MEN OF THE MARK

A staunch race of Men, and protectors of Rohan.

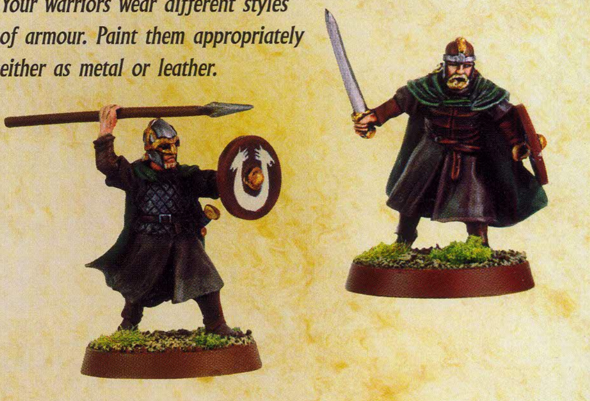
PAINTING ESSENTIALS

YOU WILL NEED

- A PAINTBRUSH
- BLACK, SILVER, BROWN, RED, GREEN, WHITE, FLESH, GOLD AND YELLOW ACRYLIC PAINTS
- A SMALL POT OF CLEAN WATER
- MIXING TRAY OR TILE
- NEWSPAPER
- KITCHEN ROLL OR TISSUES

▼ MEN OF THE MARK

The Warriors of Rohan are not a regimented military force like the Men of Gondor or the High Elves, and as such are much less uniformed in appearance. Each Rohirrim miniature is different – bear this in mind in order to give your models an individual look. Your warriors wear different styles of armour. Paint them appropriately either as metal or leather.

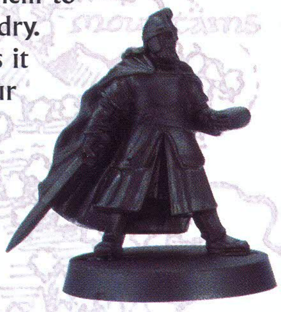


Painting Your Miniature

Recap

Preparing Your Model

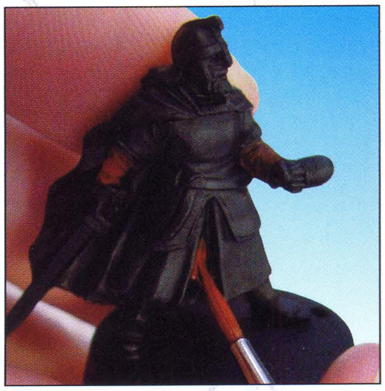
Remove your models from their sprue using clippers or a craft knife. Before undercoating your Men of Rohan, you should first remove any mould lines or flash with a craft knife or file. Once the models are free of flash, glue them to their bases and allow them to dry. Don't glue on the shield yet, as it will only get in the way of your painting. Before you begin painting, you will need to undercoat the model with thinned-down black paint.



➤ *An undercoated Warrior of Rohan.*

① Painting the Undershirt

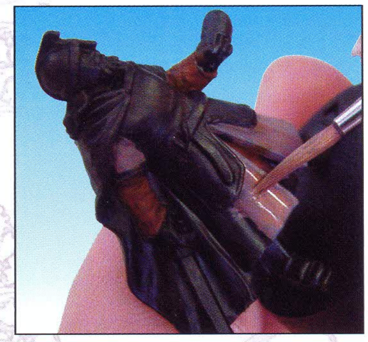
It is a good idea to paint the undershirt first, otherwise you might find it tricky to paint later without getting the colour on the wrong areas. Mix up equal amounts of brown and red paint, and add a little water to the mix to thin it down slightly. Paint the undershirt and sleeves with this colour, and leave it to dry for a moment.



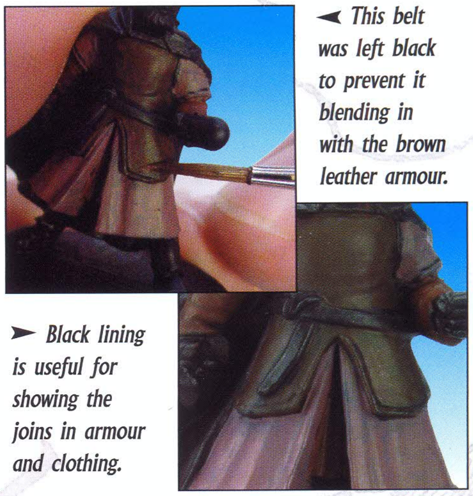
➤ *Painting the undershirt first will avoid splashes and runs onto other areas later.*

② The Robes and Leather

The main robes of the model can be painted neatly with a mix of brown and white paint. You might need to apply more than one coat of paint to get a good, flat coverage on the model. All of the leather areas, including the leather armour and the boots, can be painted with brown paint. Use the black lining technique to separate areas of plain brown and add some contrast. Where a belt or strap runs across another brown section, you might consider leaving it black instead of painting it brown.

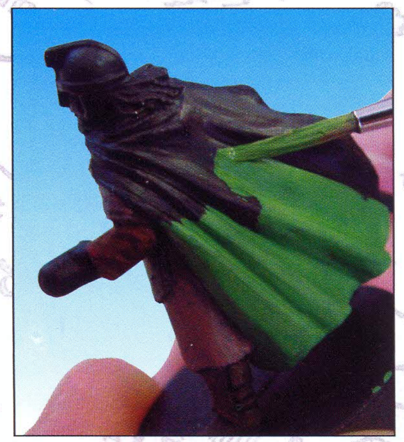


▲ *Be careful not to add too much white paint, or the colour will end up slightly pink.*



◄ *This belt was left black to prevent it blending in with the brown leather armour.*

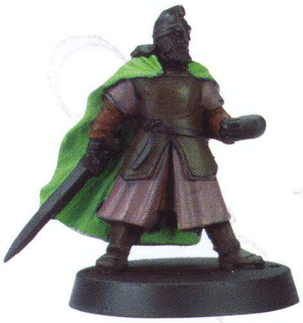
➤ *Black lining is useful for showing the joins in armour and clothing.*



③ The Cloak

The cloaks of the models are very straightforward – simply paint them green. As they are such a large part of the model, they will probably need more than one coat to stop them looking patchy.

◄ *This is the brightest area on the model, and will benefit from a smooth coverage.*



▲ *All the cloth areas on the model are now complete.*

④ Painting the Metal Areas

Mix black and silver paints to make a dark metal colour, and apply it to any bladed weapons, spear or arrow tips, and the helmet. Once this is dry, thin down some black paint and apply it as a wash over all the metallic areas. Make sure this is thoroughly dry before moving onto the next stage. Dry-brush areas of armour with silver. The swords and axes will benefit from the silver-edging technique that you used on your Uruk-hai (Pack 4) and Aragorn (Pack 6) models. Using pure silver paint, paint a thin line across the very edges of the weapons to make them look particularly sharp.

▲ *Use a dark metal colour to paint sword blades.*

◄ *Be sure to use plenty of water in the armour wash.*

◄ *Swords and axes look particularly effective with silver edging.*

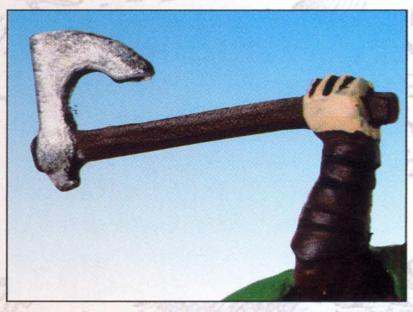
⑤ The Gold Trim

Most of the Rohirrim have some kind of gold decoration on their helmets. Carefully paint this on with gold paint. You will need a steady hand for this, but don't worry if you do slip onto other areas – you can always paint over the mistake afterwards. The metal shield boss that is attached to the hands of some of the models is also painted gold.

▲ *A steady hand and a good point on your brush are needed for this fine detail.*

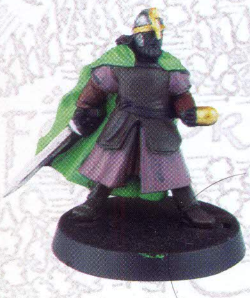
⑥ Rohirrim Weapons

The hafts of the weapons, along with the arrows, bows and quivers are all painted brown, using the black-lining technique. If the model has arrows, then carefully dry-brush them with red paint to finish them off.

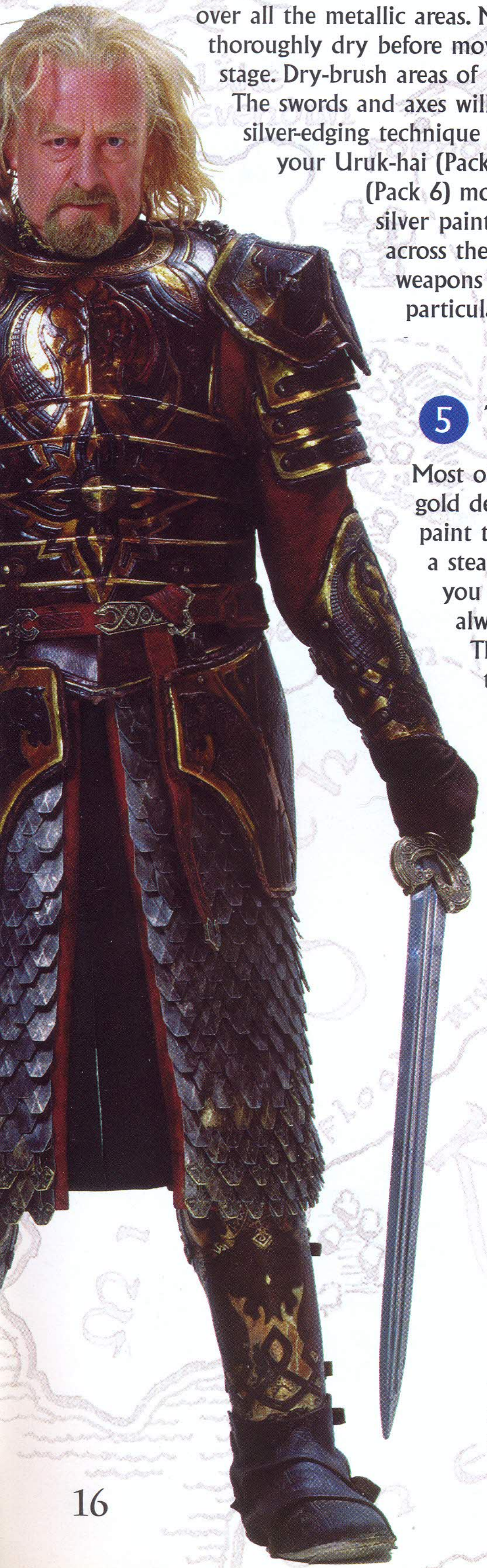


◄ *The varied weapon hafts from your Rohirrim sprue are painted brown.*

► *The flights on these arrows were painted brown and dry–brushed red.*



▲ *Your Warrior of Rohan model after Step 7.*



◄ *King Théoden, restored to his former glory, leads the Rohirrim to freedom.*

7 The Hands and Faces

Carefully paint the hands and faces of your models with flesh paint. Try to leave a thin black line of the undercoat showing through between the fingers, and around the eyes and nose, just as you did for your Aragorn model.

Black lining can be used to add detail to the models' hands and faces.

Neatly paint the face and hands with flesh paint.

8 Painting the Hair

While it is fine to paint the hair and beard brown and leave it at that, it will look very effective if you paint it a blond colour as befits this fair-haired race of Men. To do this you will need some yellow paint, which will be included in the next Pack. However, if you want to paint the hair now, you can order yellow paint from our website.

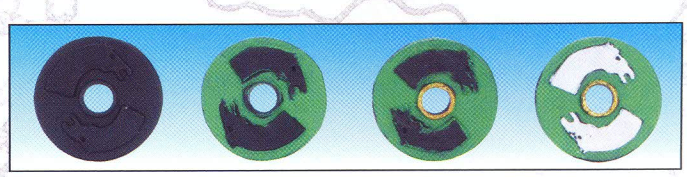
Once you have painted the hair brown, mix white and yellow paint together to make a pale yellow. Use this mix to dry-brush the hair and beard. Be extra careful when dry-brushing such a small area to avoid getting the yellow mix onto other areas.

Paint the hair with a base coat of brown.

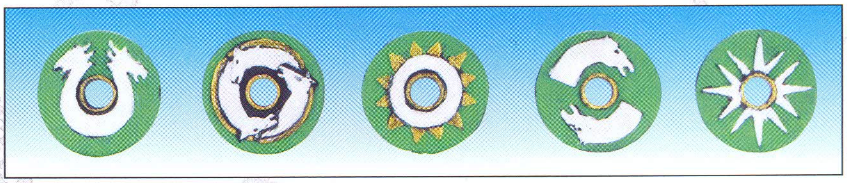
Brown paint provides a more natural base coat for your yellow dry-brush.

9 Detailing the Shields

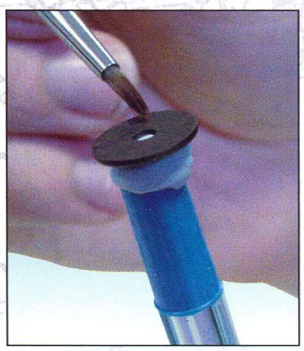
Undercoat the shields separately. You might find it useful to attach them to a temporary base, such as a pencil or paintbrush, using a putty adhesive such as blu-tac. The wood effect on the backs of the shields can be achieved by dry-brushing with brown paint. The background colour on the front of the shields is green. Paint the metal ring in the centre of the shields with gold paint. When this is dry, carefully paint the patterning on the shield with white. It is worth taking your time over this, as it is the heraldic device of the warrior. Once finished, the shields can be stuck to the model using superglue.



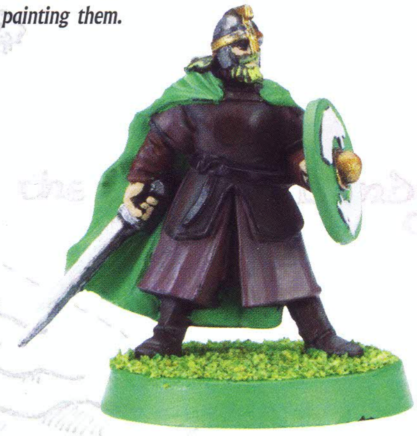
The stages of painting your Rohirrim shields.



A selection of finished Rohirrim shields.

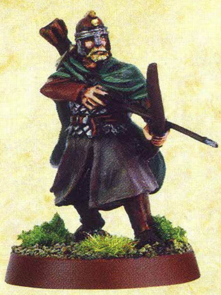


Attach the shields to a temporary base whilst painting them.



Finish the bases by painting them green as usual, and then, using PVA glue, stick flock to them. Once this is done, your models are finished and ready for battle.

ADDING DETAIL TO YOUR WARRIOR OF ROHAN



This expertly painted model has been given a textured base as well as a dark green cloak. Notice the helmet is leather with gold trim. Touches like these help to make the model look more individual.

Walls and Fences

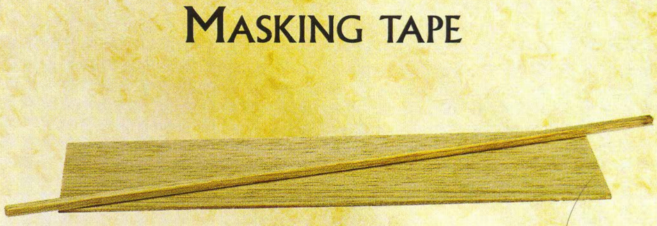
Making walls and fences is relatively easy and they are a useful addition to your scenery collection. When placed on the table they will suggest that your battlefield is located in one of the civilised realms of Middle–earth. The way they affect movement, shooting, and combat will also provide many challenging tactical situations.

Building Your Walls and Fences

In this Pack's Modelling Workshop we will be looking at how to make two types of barrier – walls and fences – for use in your Battle Games. These types of barricades are found in many places in Middle-earth such as Rohan and Gondor, or even the village of Bree and the Shire. They are remarkably quick and simple to construct – several could be made in just one evening. Thick corrugated card is the main material used to make walls and balsa wood is used for fences. An alternative for balsa wood is to use lolly sticks, available in many supermarkets.

YOU WILL NEED

- CRAFT KNIFE, STEEL RULE, AND CUTTING MAT
- PVA GLUE
- SUPERGLUE
- THICK CARD
- THIN CARD
- MODELLING FLOCK OR STATIC GRASS
- SCISSORS
- GREEN PAN SCOURER
- LARGE PAINTBRUSH
- BALSA WOOD
- A SELECTION OF SMALL PEBBLES AND STONES
- MASKING TAPE

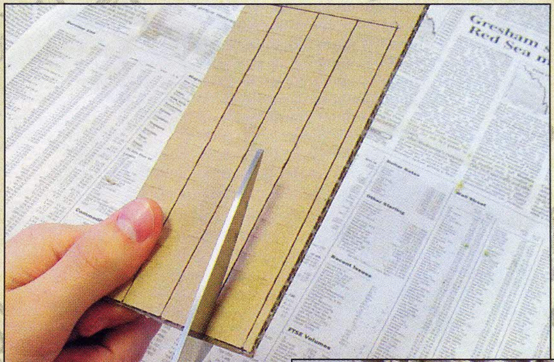


▲ **BALSA WOOD**
This material is light and easy to cut into the shape you need.

Making Your Wall

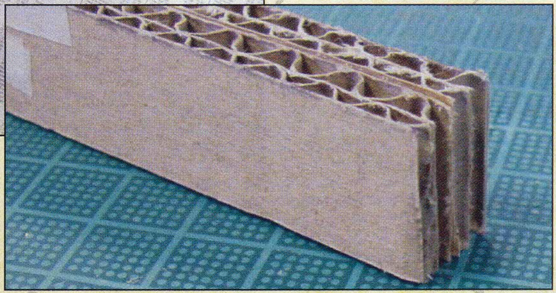
1 Main Wall Section

Start with the main wall section, as you will take some measurements from this later on. Using a steel ruler, draw two rectangle shapes on your thick card that are approximately 2cm/1" wide and 15cm/6" long. Then, using your scissors, carefully cut them out. Finally, stick them together side-by-side using PVA glue. This forms your basic wall shape.



◄ CUTTING OUT THE WALLS

This piece of card has four rectangles marked out on it – enough to make two walls.

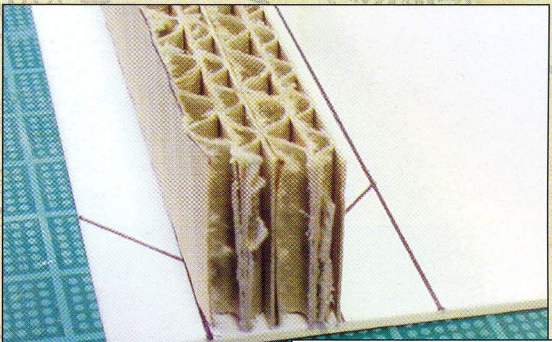


► BASIC WALL SHAPE

The wall is made up of a double thickness of corrugated card.

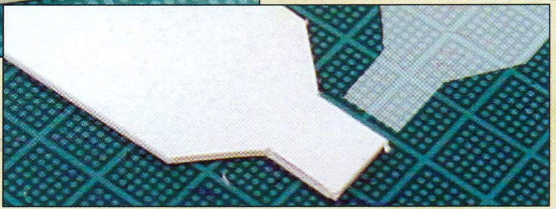
2 The Base

In order to join several wall sections together and create convincing corners we suggest you follow our examples for the bases. Cut a rectangle shape approximately 15cm/6" by 3cm/1½" out of thin card. Using your wall as a guide, mark out where you are going to cut the corners. Next use a craft knife and cutting mat to cut out all the corners. Don't stick the wall to the base just yet, as you will need it for a few more measurements.



◄ MEASURING METHOD

Use the wall as a guide to the width of the end of the base.



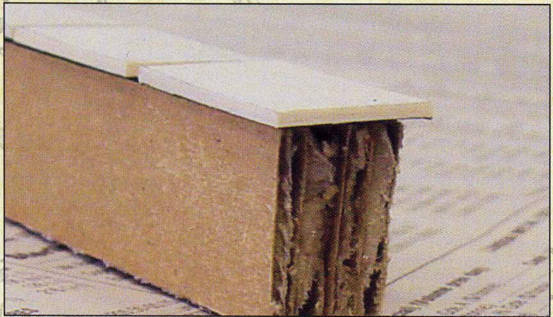
► ANGULAR SHAPE

The angled shape of the base allows you to make more convincing corners.

3 Cutting the Tiles

Using the top of your wall as a guide, mark out a rectangle on your thin card. Make it as long as your wall section and slightly wider than the top of the wall by a small amount on each side. Once you have cut this out, cut it into blocks that are roughly square. Don't stick these tiles on just yet, as there are a few more things to do first.

Make your brick sections by cutting some more card into lots of little brick-shaped tiles. If you make too many bricks, keep them, as they will come in useful for future Modelling Workshops.

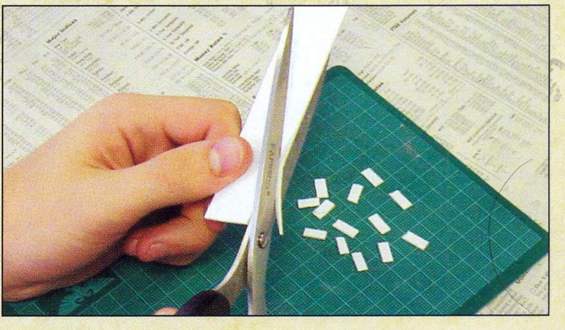


◄ TOP TILES

The tiles that go on top look better if they are slightly wider than the wall.

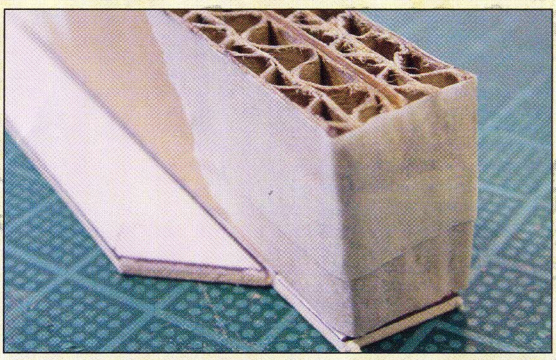
► BRICKS

Make plenty of bricks, as we will use them in future Modelling Workshops.

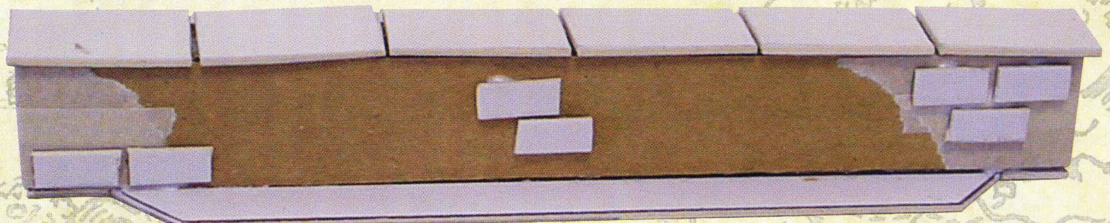


4 Gluing the Wall Together

Using PVA glue, stick the wall to the base. Then wrap some masking tape around the ends of the walls to hide the corrugations. Now stick the tiles to the top, leaving a small gap between each tile. Finally, stick a few bricks on each side and leave it all to dry.



◄ MASKING TAPE
Using masking tape is the easiest way to hide the gaps.

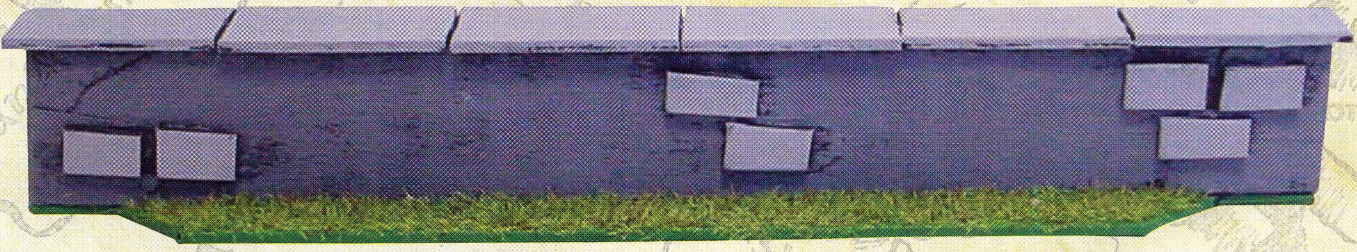


► BRICK WORKS
A few rectangles of card suggest that the wall is made completely of bricks.

5 Painting the Wall

After undercoating the whole model black, mix some black and white together to get a grey colour. Then, using a large brush, 'dry-brush' the whole model grey. Next, mix a little black in with a lot of white to get a very light grey colour. With a smaller brush 'dry-brush' this over the tops of the tiles and bricks. Finally, paint the base green. Once this is dry paint some PVA glue onto the base and then apply flock or static grass.

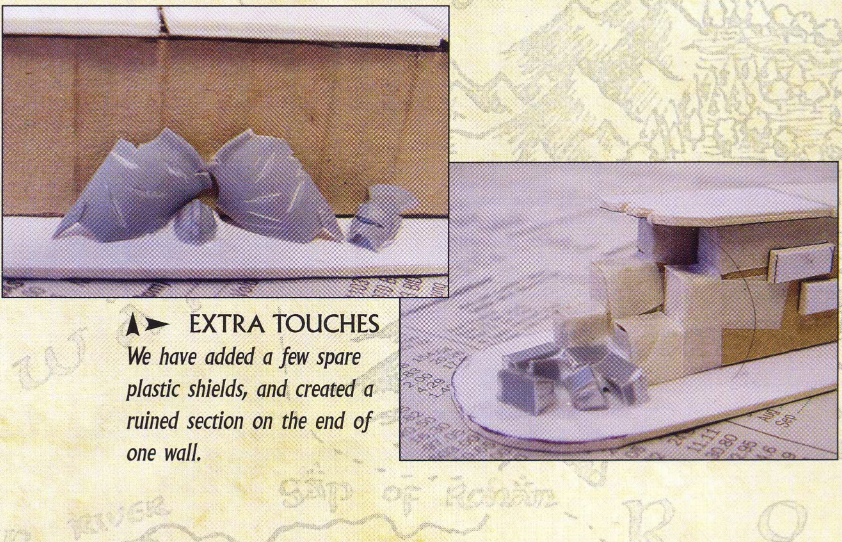
▼ PAINTED WALLS
The light grey stands out from the dark.



Alternative Approaches

Adding More Detail

Feel free to add to this basic wall as you see fit. For example, you could add more detail on the base, or even make a ruined wall section or two by using sprue rubble (as shown in Pack 6's Modelling Workshop). When making a ruined wall, remember to block off the ends of the ruin so you cannot see the holes in the corrugated card. Here we've added a few thin strips of masking tape to do this.

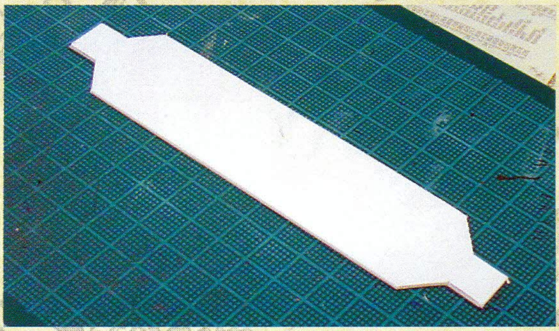


▲► EXTRA TOUCHES
We have added a few spare plastic shields, and created a ruined section on the end of one wall.

Making Your Fence

① The Base

Make the base for your fence the same shape as the bases of your walls. By having all your bases the same shape, you'll be able to join walls, hedges and fences together in any combination you like.

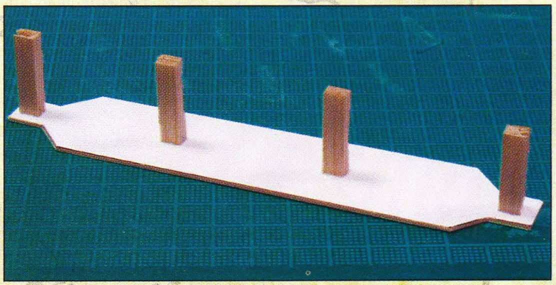


◄ BASE TEMPLATE

You could keep one of these bases to use as a template to draw around. This will ensure that all your bases will be the same.

② Making the Fence Posts

Using a craft knife, cut four strips out of your balsa wood. Each one should be waist-high to a model in length (28mm/1¼"), and thick enough to look like stout wooden posts. Stick one post at each end of your base with PVA glue. Then stick the other two at evenly spaced intervals between them.

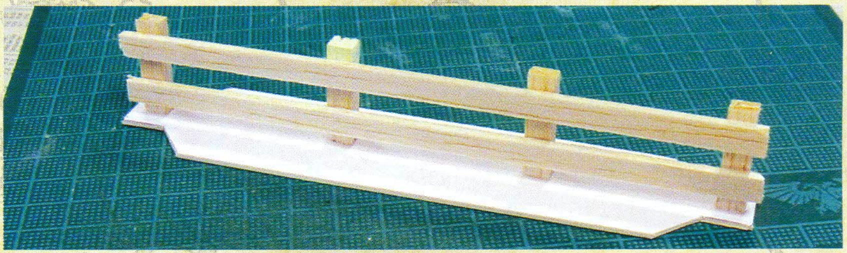


► STOUT POSTS

We used a thicker stick of balsa wood for all our posts.

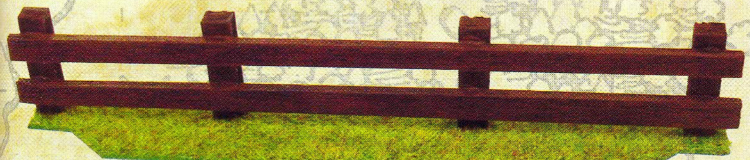
③ Adding the Crossbeams

Cut two strips from your balsa wood. Make them as long as your base. These will be your crossbeams, so cut them wide enough to look like planks of wood. Stick these to your posts with PVA glue. Stick one just below the top of the posts, the other just above the bottom. This finishes your basic fence shape. Leave it for a few hours until the glue is dry.



▲ TIMBER BEAMS

These long strips of wood look like they came from a single piece of timber.



▲ FINISHED FENCE

These fences are remarkably quick to make. We were able to make several in one hour.

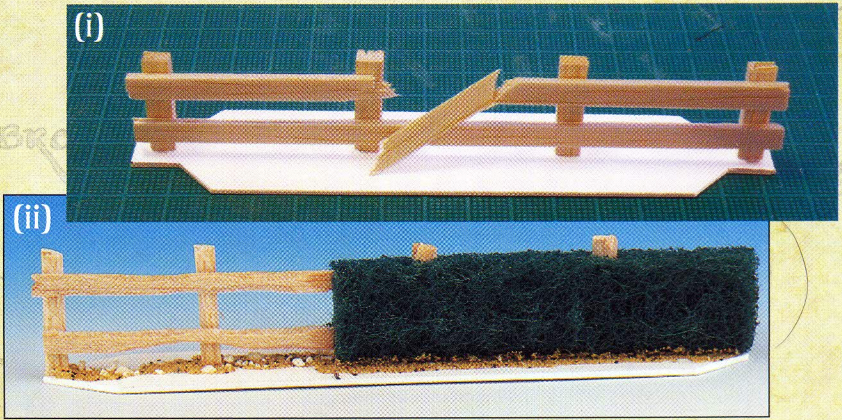
④ Finishing touches

Paint the fence brown and the base green. When they are dry use PVA glue to stick flock to the base.

Alternative Approaches

Other Ideas

Again, add more detail to your basic fence as you wish. For example, snap one of the crossbeams to make a broken fence (pic i). You could even combine a your fence with a hedge (pic ii). Make one half a fence, as shown on this page and the other half a hedge, as shown in Pack 3 (pg 18-21).



▲ *Little details like these make your battlefield interesting and more realistic.*

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